

CHARACTER CREATION

Several things must be done in character creation. The first two major things (establish skill pools, establish character story) may be done in either order, but both must be concluded before proceeding with the rest.

ESTABLISH SKILL POOLS

There are four skill pools:

- **STAMINA:** indicating the character's physical aptitudes
- **WILL:** indicating the character's mental and social aptitudes
- **LORE:** indicating the character's sorcerous aptitudes
- **PAST:** indicating the influences and aptitudes of the character's past

Players divide 12 points among these four pools. No pool may be rated higher than 5, nor lower than a 1. This means the most "lopsided" character possible would have 5, 5, 1, and 1, and the most balanced character would have 3, 3, 3, and 3.

ESTABLISH CHARACTER STORY

There are six phases. Each phase is devoted to a particular facet of the character, and establishes one or more **ASPECTS** tied to that facet of the character.

THE LORE PHASE is the tale of how you tamed your first demon, the one you keep with you today (if you've done **SORCERER** character creation this is well-known to you). Tell this tale, and name your demon, inscribing its name as an **ASPECT** of your character.

THE PAST PHASE speaks of your character's background and beginnings. Tell how your character came upon the world of Marr'd, and how she made her place within it. Tell this tale, and describe the sort of person your character is with an **ASPECT**.

THE STAMINA PHASE is a tale of your character's physical capability. A low stamina character might recount a time he was beaten by his slave-master. A high stamina character might tell of when she ventured into the very heart of Olymon to slit the Primate King's throat. Tell this tale to the table, and write down an **ASPECT** that suits it.

THE WILL PHASE is a tale of your character's mental or social competence. It represents a time of great insight, guile, discipline, friendship, or provocation. A low will character might snarl through a tale of betrayal, a knife at his back. A high will character could speak of how he survived torture at the knives of the Witch King's favored bride. Tell this tale to the table, and write down an **ASPECT** that suits it.

THE HUMANITY PHASE speaks of your character's struggle between hope and despair. His hope may be a personal one of ambition, or a broader optimism for the people of Marr'd; his despair is what confounds those hopes and dreams. Tell a tale where this came most to the fore, and write down *two* ASPECTS that speak of this struggle. One aspect must be of HOPE (and noted as such), the other of DESPAIR.

THE CRUCIBLE is the phase that brings your character into the present. Combine all of the stories you have determined and push them together to produce a new tale, a moment of crisis. Your HUMANITY struggle between hope and despair should certainly figure in here, but choose one of the other four types as well as the foremost feature of your tale: STAMINA, WILL, LORE, OR PAST. Concluding your tale of your character's crucible, take a second aspect fitting your chosen type, and ADD ONE TO THE APPROPRIATE SKILL POOL (this is the only way a particular skill pool may be higher than 5).

CALCULATE HUMANITY

Your humanity rating is equal to 7 minus your LORE. Write this number down. Characters have a REFRESH (number of fate points) equal to 7. Fate points come in two varieties: HOPE and DESPAIR. HUMANITY indicates how many of the points indicated by your REFRESH are HOPE POINTS. The remainder (which will be equal to your LORE at game start) is how many are DESPAIR POINTS. We'll get more into how HOPE and DESPAIR are used in the game later on.

PURCHASE SKILLS

Each skill pool (STAMINA, WILL, LORE, and PAST) is multiplied by 3 to yield the number of skill points that may be spent on skills of each type. For example, the STAMINA skills are BLOOD, SWEAT, THEWS and STEEL. Someone with a STAMINA pool of 4 would have 12 points to distribute among those four skills. In aggregate, this should mean the character has access to 39 skill points, as there are 12 points in the pools plus 1 from the character's CRUCIBLE PHASE.

The primary limitation here is that you may not buy a skill with a rating higher than the skill pool's value. For skills covered by the PAST pool's PACKAGE (see below), this cap is either the character's PAST or the skill's native pool, whichever is higher.

Skills are bought and rated according to this table:

POINTS	ADJECTIVE	VALUE	MEANING
1	Average	+1	<i>solid competence; "professional grade"</i>
2	Fair	+2	<i>a cut above the norm; exemplary</i>
3	Good	+3	<i>exceptional; a Name within the field</i>
4	Great	+4	<i>superlative; few dream of attaining such</i>
5	Superb	+5	<i>apex; the best there is</i>
6	Fantastic	+6	<i>are you a man, or do you descend from the gods?</i>

Skills which have no points assigned to them will default to Mediocre(+0) when they have a default at all. See the SKILLS section below for more detail on the skills available.

EXAMPLE: Korto has skill pools as follows: Stamina 3, Will 2, Lore 2, Past 6 (with a Lore of 2, he has Humanity 5).

With his 9 points from Stamina, he buys Blood, Sweat, and Throws at Fair (+2) and Steel at Good (+3). He can't buy any of those higher than Good (+3), because his Stamina Pool is 3, setting the cap for those skills.

Korto's Past of 6 gives him 18 more skill points. His Past Aspect is "Barbarian from the Red Wastes", and looking at that, he decides to put 5 points into Knowledge (The Red Wastes) at Good (+3), and Faces at Fair (+2), representing his wanderings there. He has 13 Past points left. He builds a package for Korto, choosing the three skills: Steel, Sweat, and Provoke. Since those skills now fall under his Past, they are given a new cap of Fantastic (+6), matching his Past pool of 6. He spends 3 points to raise his Steel from Good to Fantastic, 4 points to raise his Sweat from Fair to Fantastic, leaving him with 6 points. Why not? He puts them all into his Provoke, now Fantastic as well.

Will of 2 means 6 points for will skills, none of which can be more than Fair. Provoke is already covered (and how!) so he gives a Fair (+2) to Cool, Sense, and Guile, leaving Befriend to default to Mediocre (+0).

Similarly, Lore of 2 means 6 points for his sorcerous skills, which are limited to Fair as well. Korto acts from the gut rather than information, so he leaves his Arcana at Mediocre (+0), and makes Contact, Bind, and Banish all Fair (+2).

GETTING EXTRA SKILL POINTS

A character's actual maximum of skill points is 45, not 39. You have the opportunity to gain a single extra skill point for each phase of the character's story. The extra skill point must be applied to a skill from the appropriate pool, dependent upon the type of the phase. The only exception is the HUMANITY PHASE; the skill point resulting from that phase may be applied to any of the character's skills.

This extra skill point may be earned in one of two ways:

- **LINK:** Establish a link between your character and another player's, working with that player to describe how the characters directly or indirectly acted and affected the story of that phase.
- **ENTRY:** Write a one-paragraph entry into the Dictionary based upon the events of that phase. When the GM has your entry, you get the skill point.

In short, this breaks down to "contribute to each other's stories or contribute to the setting to get your extra skill points".

DETERMINE HEALTH AND RESOLVE

Health and Resolve are your stress capacities. (We may be experimenting whether we go with the “boxes style” (SOTC PCs) or “hit points style” (SOTC minions) stress method for the characters, so that’s an open issue.)

- Health is equal to 2 + your Blood skill’s numeric rating, divided by 2, rounded down.
- Resolve is equal to 2 + your Cool skill’s numeric rating, divided by 2, rounded down.

EXAMPLE: Korto has Blood of Fair (+2), giving him 3 Health. He has Cool of Fair (+2), giving him 3 Resolve as well.

Without demonic influence, characters will have 1 minor (-2), 1 major (-4), and 1 severe (-6) consequence available to them. We’ll get into this more after the skills section.

SKILLS

STAMINA

- **BLOOD:** toughness, endurance, the ability to survive exposure and pain.
- **SWEAT:** motion, athleticism, evasion; running, jumping, climbing, riding.
- **THEWS:** physical strength, lifting, breaking; bare-handed physical combat.
- **STEEL:** the use of tools, at personal distance or at range, to kill.

WILL

- **COOL:** ability to stay at ease in times of stress, resist torture, maintain a poker face, inspire confidence in men.
- **SENSE:** mundane perception, insight, alacrity of thought.
- **GUILE:** cunning, duplicity, efficacy at distractions and thievery, stealth.
- **PROVOKE:** provoke, intimidate, threaten, vex.
- **BEFRIEND:** make friends, influence people, establish rapport, charm, honestly seduce.

LORE

- **ARCANA:** general knowledge of things demonic; the ability to sense and discover things of demonic influence; the fallback for any sorcerous action not covered by the following four skills
- **CONTACT:** the ability to reach the demon you intend; the ability to enter into conversation with that demon; strength and clarity of contact; control over the means

and methods of contact; may be used abstractly to consult with the world beyond and the void; social skills (from WILL, above) will still be needed to conduct yourself in conversations

- **BIND:** the ability to summon and bind demons into service in this world; the ability to use the bindings upon a demon to inflict punishment or exercise control and discipline.
- **BANISH:** the ability to send demons away from this world through ritual, sacrifice, words, and deeds.

PAST

- **FACES:** the ability to know many people, to have or establish a network of contacts in places where the character establishes a presence
- **KNOWLEDGE (SPECIFY):** knowledge of a particular broad subject; may additionally be used as a trade skill, indicating competency at plying that particular trade; this is the only way that skill at activity outside those covered by the above three categories may be established.
- **PACKAGE (SPECIAL):** Select up to three skills from the STAMINA and WILL lists. These skills may be paid for as PAST skills as well. For example, a Swordsman might choose BLOOD, STEEL, and PROVOKE.

REFRESH

Whenever the character is called upon to refresh he fills up to his DESPAIR LEVEL (REFRESH - HUMANITY) in DESPAIR POINTS first. If he is still below his refresh total, he fills up the rest with HOPE POINTS. For more on what these points do and mean, see the following sections on aspects, fate points, and humanity.

ASPECTS

By and large ASPECTS function the same here as they do in SPIRIT OF THE CENTURY.

In this version of FATE, however, aspects have an intrinsic type (STAMINA, WILL, LORE, PAST, HOPE, OR DESPAIR). You may notice that this list of six marginally overlaps with the two types of fate points (HOPE and DESPAIR), and that's not a mistake; we'll get into that shortly.

INVOKING ASPECTS

FOR STAMINA, WILL, LORE, and PAST aspects, invocations of these aspects that affect a skill *from the same pool* operate slightly differently. Such invocations mean that you either

- Select which of the four dice you wish to re-roll (up to all four), so you could, for example, leave all your **+** dice untouched and just roll the **■**'s or **□**'s. Or:
- Get a +3 to the roll (instead of a +2). You may only get *one* +3 per roll this way, even if you have multiple aspects of a matching type.

So if you're invoking a STAMINA ASPECT on one of the STAMINA skills (BLOOD, THEWS, SWEAT, OR STEEL) you'll get these benefits instead of the standard. You can still use the STAMINA ASPECT on a skill from another pool, but the benefits will be the standard in such cases (+2 or re-roll).

COMPELLING ASPECTS

Whenever a character accepts a compel on an aspect, he'll gain either a despair point or a hope point. What type is gained is determined as follows:

- If he has fewer DESPAIR POINTS than his DESPAIR REFRESH (REFRESH - HUMANITY), he gains a DESPAIR POINT. If he's at or above that level, then:
- If he has fewer HOPE POINTS than his HUMANITY, he gains a HOPE POINT. If he's at or above that level, then:
- He gains one of whatever quantity he has the least of. If they're equal:
- Roll a die until it comes up **+** or **-**. If it's **+**, gain a hope point. If it's **-**, gain a despair point.

HOPE ASPECTS and DESPAIR ASPECTS, when compelled, bypass this entire thing, and simply award a fate point of their type.

BUYING OFF THE COMPEL

If the player wishes to buy off the compel, he may spend a fate point of either type. But if he's facing a HOPE ASPECT OR a DESPAIR ASPECT, he can only buy it off by paying a point of a matching type (only HOPE POINTS may buy out of a HOPE COMPEL, only DESPAIR POINTS may buy out of a DESPAIR COMPEL).

FATE POINTS

PLAYER FATE POINTS: HOPE AND DESPAIR

Player fate points break down into two types, HOPE POINTS and DESPAIR POINTS.

The first big difference between these two is how they affect HUMANITY GAIN and HUMANITY LOSS rolls (see below). Keeping a higher total of unspent hope points improves your chances of gaining humanity when called upon to make a gain roll, while keeping a higher total of

unspent despair points increases your chances of losing humanity when called upon to make a loss roll. Therefore, *there is a strong incentive for players to spend their despair points first*, minimizing their loss risk and maximizing their chances of gain.

That said, despair is hard to shake, and whenever given a chance to regain fate points, **DESPAIR POINTS** fill up first, meaning that compels and refreshes will usually lead in with **DESPAIR POINTS** first. Spending **DESPAIR POINTS** instead of **HOPE POINTS** has a downside as well, in that any **DESPAIR POINTS** spent by a player turn into **DOOM POINTS** – the pool of fate points that the GM may use for a number of specialized, nasty purposes.

GM FATE POINTS: ADVERSITY AND DOOM

GMs are not technically the source of the fate points that are used in compels, at least in the sense of having a budget for such things. A GM may trigger a compel of a character's aspect, but that is mainly a declaration of relevance and triggering an event. It's up to the player to determine whether he gains a fate point (of **DESPAIR** or **HOPE** as outlined under **COMPELLING ASPECTS**, above) to play along with the compel or spends a fate point to buy out of it. In short, when she chooses to compel an aspect, the GM is merely saying that this is what's happening, and then the universe supplies fate as needs be.

So when talking about the GM's fate points, we're talking about the fate points involved with **ADVERSITY** and the fate points of **DOOM**.

ADVERSITY

NPCs (including demons) each get their own set of fate points, which they may use to invoke their own aspects and tag the aspects of others. Minions commonly have no fate points at all, while named characters tend to have between one and three, depending on their significance.

This number is particularly low because adversaries (NPCs) get the advantage of not being on-screen all the time, so they have fewer circumstances in which to spend fate points. Think of their fate point totals as equal to the usual amount (7), reduced by the percentage of time the character spends off-screen. In practice, this may amount simply to the NPC "gaining" one fate point every time he shows up in a new scene. If he spends it, great; if he doesn't, he carries it forward to the next scene. Naturally this number may be increased for particularly dangerous or potent adversaries. All the same, a character's pet demons shouldn't be allowed to accumulate many unspent fate points, so operate with a cap in mind where they are concerned.

DOOM

Doom points are a pool of fate points that the GM can use to be particularly harsh on the player characters. They have a variety of uses, such as:

- **INCREASING ADVERSITY.** Doom points may be spent by any NPC acting in opposition to the player characters as if they were his own. So in short, a GM's doom points increase the fate points of *every foe*, allowing them to draw from a common pool in addition to their personal one. This may not necessarily sound like much, but in play a healthy sized stack of doom should lead to even minor adversaries turning into serious problems for the players.
- **BUYING FIAT.** The GM may make broad, sweeping declarations of circumstances that befall the characters, within reason (the standard for what's within reason depends on the play-group). Doom points spent this way generally get given back to the players affected, as if they accepted compels of some sort. For example, if the GM decided to fiat that two characters were thrown into a prison, fast-forwarding things to that circumstance, he could back the audacity of such a declaration by paying two doom points (one for each affected character), giving each player a fate point as if they'd accepted compels on aspects.
- **EDITING THE TRUTH.** As a specialized kind of fiat, the GM can change details normally under the purview of players or otherwise established as true. For example, the GM may use a doom point to establish an ulterior motive or secret betrayal for an NPC previously established as friendly, or she might spend doom points to turn a demon that the player has summoned into something other than what he was asking for.

The idea of doom points is still under development; the above is just an initial idea of what they might be capable of. Other uses may be established in play as the author figures out what he wants to do with them.

HUMANITY

HUMANITY determines how much of your **REFRESH** is divided between **HOPE** and **DESPAIR**. At character creation time, **HUMANITY** caps out at 6 (getting that high only if you start with a **LORE of I**).

In play, you may be called upon to make a **HUMANITY CHECK** (this will be explained shortly). This may be for humanity gain if you've done something positive and hopeful to call for it, but more often it will be for humanity *loss*. A humanity check is almost always likely to occur when you do something sorcerous. Contacting, summoning, and binding demons always call for a **HUMANITY LOSS CHECK**, while banishing demons is grounds for a **HUMANITY GAIN CHECK**. Other non-sorcerous activities may call for loss or gain as well.

HUMANITY can never equal or exceed your **REFRESH**, so as long as your **REFRESH** remains at 7, **HUMANITY** is capped at 6. **REFRESH** may increase over time as a function of character experience, allowing a higher **HUMANITY**.

If your HUMANITY drops *below* zero, you experience a CRISIS OF DESPAIR. Your character goes on a self-destructive binge and reinvents himself – or dies, your call. Regardless, you should emerge from the other side of such an event with a new character. Characters whose HUMANITY is *at* zero are said to be under the MARK OF DOOM, as the story of Marr'd focuses its most dire energies upon him.

GAIN CHECK

When asked to make a HUMANITY GAIN CHECK, the player takes a single dF and rolls it. If the die roll turns up ☒ the character's HUMANITY increases by one unless it is already at the maximum. If the roll turns up ■, the character's *current* hope and despair points are examined. If hope points are *greater* than despair points, the character's humanity increases by one, again, unless it is already at the maximum.

LOSS CHECK

When asked to make a HUMANITY LOSS CHECK, the player takes a single dF and rolls it. If the die roll turns up ■ the character's HUMANITY decreases by one, and may trigger the MARK OF DOOM or a CRISIS OF DESPAIR. If the roll turns up ☒, the character's *current* hope and despair points are examined. If hope points are *less* than despair points, the character's humanity drops by one as well.

COMBAT

Combat actions function identically to SPIRIT OF THE CENTURY. Differences are found in how stress and consequences are handled, and the existence of weapons and armor.

STRESS

Characters have two types of stress capacities – HEALTH and RESOLVE. Health applies to physical duress, while resolve applies to social and psychological situations. Capacity indicates the number of stress boxes a character has, which are numbered. So a character with a HEALTH CAPACITY of 3 would have a 1-box, a 2-box, and a 3-box. If he takes a 2-point hit, he would check off the 2-box and only the 2-box (leaving the 1-box untouched). If he took a 2-point hit again, the hit would “roll up” to the next unmarked box. This is all the same as it is in SPIRIT OF THE CENTURY. That said...

TAKEN OUT

If any hit lands or rolls up beyond the last numbered box (so if our example guy took a 4-point hit, or took a 2-point hit with both the 2-box and 3-box checked off already), the character is TAKEN OUT. “Taken out” means that the character is removed from the scene and

faces total or near-total defeat. However, in this implementation, taken out happens entirely on the victim's terms, much as with a CONCESSION from SPIRIT OF THE CENTURY, so long as the victim offers "terms" that fit the means of attack and satisfy his opponent.

CONSEQUENCES

To pull back from "taken out" results, the character has three consequences he may take:

- A MILD CONSEQUENCE takes a scene to recover from, and reduces the stress dealt by an attack by 2.
- A MAJOR CONSEQUENCE takes several days, possibly an entire session, to recover from, reducing the stress dealt by an attack by 4.
- A SEVERE CONSEQUENCE takes several weeks, perhaps more, possibly multiple sessions, to recover from, reducing the stress dealt by an attack by 6.

Characters may take one or more consequences on an attack in order to reduce the size of the hit taken. For example, a character can reduce the stress of an attack by 8 by taking both a mild (-2) and a severe (-6) consequence on the same hit. Consequences taken are aspects that are immediately available to be tagged (first time's free for each one) by the character's opponents. Once used, a consequence remains used until the character gets a chance to recover from it.

WEAPONS AND ARMOR

This version of Fate uses weapons and armor. Greatly damaging weapons and highly protective armor generally only come about as the result of sorcery (*i.e.*, resulting from demonic abilities), so the modifiers available here are pretty simple.

WEAPONS

Weapons add stress after making a successful hit. If the character misses with his attack, the bonus given does not apply. Here are some basic weapon types. Players and GM may collaborate to establish others.

WEAPON	SKILL	STRESS BONUS	SPECIAL
Fist	Thews	+0	Can't be disarmed.
Knife	Steel	+1	Can be thrown
Sword	Steel	+2	
Bow	Steel	+1	Can't be used in melee

ARMOR

Armor removes stress when a character gets hit. This removal of stress does not save the character from being “touched”, if there is a special ability in play that depends on a successful touch. Speaking generally, the amount of protection offered is also the amount by which the character’s maneuverability and other flexibility or silence requiring actions may be impaired (so Sweat tests get reduced, as to attempts to sneak, certain fine manipulations, etc). Here are some basic armor types. Others may be available.

ARMOR	STRESS REDUCTION	IMPAIRMENT	SPECIAL
Cloth	-0	-0	
Leather	-1	-1	
Metal	-2	-2	May conduct certain energies thus offering no reduction
Shield	-1	-1	May be disarmed

DEMONS

Demons in this implementation are a kit-bash of the demons from *SORCERER* and the stunts of *SPIRIT OF THE CENTURY*.

POWER

Demons have a *POWER* rating which generally represents the target number for doing lots of things with/against them.

SKILLS

Demons get skill points based on this power ($5 \times$ the power rating), and may buy any skills from any of the lists with it. These skills are the demon’s to use, not the sorcerer’s, unless a skill transfer ability is bought (see below). Demons don’t technically have a cap on how high their skills can be, but in general a skill shouldn’t be allowed to be more than one or two points above the demon’s power rating, and only one such skill above the power rating should be allowed.

ABILITIES

Demon abilities are essentially stunts as known to us from *SPIRIT OF THE CENTURY*. A demon gets a number of stunts equal to his power. Demon stunts are either “user stunts” (available to the user of the demon) or “intrinsic stunts” (available only to the demon acting as the demon). A demon stunt can do one of the following things; stunts may be stacked together to represent a single ability:

- (U) Confer one of the demon's skills to the user, taking the place of the user's usual rating.
- (U/I) act as a +2 weapon. May be taken multiple times.
- (U/I) act as a +2 armor (of particular type). May be taken multiple times.
- (U/I) Provide a +2 to a particular non-combat application of a skill
- (U/I) Provide two additional minor consequences (or) one additional major consequence.
- (*) Invent a new skill representing a kind of supernatural ability (*e.g.*, flight) or sense (*e.g.*, past-scrying).

ASPECTS

A demon has a number of aspects equal to its power rating, and follows the usual guidelines for NPC fate points, gaining one per scene up to a cap of about half of its power rating.

KNOWING AND DEFINING THINGS ABOUT DEMONS

When a sorcerer contacts or summons a demon, he'll be rolling against the demon's power to determine his knowledge about and control over that demon. When multiple rolls are involved, he'll take his best roll in the process to define things about the demon he's dealing with.

Winning, he'll get to use his shifts to lock down things about that demon. One shift can define an aspect, or determine one ability, or allocate up to 5 points of the skill points available to the demon. *Anything left over is up to the GM to spend.* In general, the GM still reveals the demon's entire sheet to the player on a success.

If the sorcerer loses these rolls, a demon is still contacted and/or summoned. *But*, the demon has shifts equal to amount the sorcerer lost by. In addition to this demon's sheet being largely determined by the GM (due to the failed rolls), the demon may spend these shifts to *draw a veil of secrecy* over portions of its sheet, keeping hidden parts of the sheet in much the same way that the sorcerer could have used shifts to define things about the demon. So, if someone tried summoning a demon and missed by 4, the demon would still be summoned, but could potentially hide 4 of its aspects or 20 of its skill points or 4 of its demon abilities, or some combination of these elements (1 aspect, 10 skill points, and 1 ability).

In addition, win or lose, the GM may spend doom points as demon shifts to draw a veil of secrecy over parts of a demon, using them to lay land-mines in the sorcerer's path.

IN-PLAY RULES SUMMARY

Here we talk about the difference between the SPIRIT OF THE CENTURY baseline and this implementation of FATE. This doesn't cover all of the combat details; we're zeroing in on how aspects and fate points work differently, and what the introduction of humanity does.

- ASPECTS
 - INVOCATIONS: Match aspect type to skill type to get a +3 (one per roll) or a *selective* reroll of only the dice you choose.
 - COMPELS: Refill despair first, hope second, the smaller pool third, roll a die for **■** (despair) or **⊕** (hope) if none of those apply.
 - If a hope aspect or a despair aspect is compelled, then ignore the above rule and simply award a point of the matching type.
 - Hope or despair compels can only be bought off with the same type of point.
- FATE POINTS
 - DESPAIR POINTS always refill (up to the despair refresh) before HOPE.
 - DESPAIR POINTS turn into DOOM POINTS for the GM.
 - NPCs get their own individual sets of fate points for tags and invokes, usually gaining one per scene where they're on screen.
 - DOOM POINTS allow the GM to give additional fate points to her NPCs, edit "true" details to her liking, and otherwise exercise GM fiat. In these latter cases, such points spent may go toward refilling player fate points.
- HUMANITY
 - HOPE REFRESH = HUMANITY
 - DESPAIR REFRESH = REFRESH - HUMANITY
 - GAIN CHECK: +1 HUMANITY on a **⊕**, +1 HUMANITY on a **■** only if current HOPE > DESPAIR.
 - LOSS CHECK: -1 HUMANITY on a **■**, -1 HUMANITY on a **■** only if current HOPE < DESPAIR.
 - CAP: HUMANITY can never equal or exceed REFRESH.
 - AT ZERO: The character is under the MARK OF DOOM.
 - BELOW ZERO: The character experiences a CRISIS OF DESPAIR and is killed or reborn in an orgy of self-destruction.

CHARACTER CREATION WORKSHEET

STORY

LORE PHASE:

Lore Aspect:

PAST PHASE:

Past Aspect:

STAMINA PHASE:

Stamina Aspect:

WILL PHASE:

Will Aspect:

HUMANITY PHASE:

Hope Aspect:

Despair Aspect:

THE CRUCIBLE:

_____ *Aspect:*

SKILLS

STAMINA ()

Blood:

Sweat:

Thews:

Steel:

WILL ()

Cool:

Sense:

Guile:

Provoke:

Befriend:

LORE ()

Arcana:

Contact:

Bind:

Banish:

PAST ()

Faces:

Knowledge():

Knowledge():

Knowledge():

Package Skills:

REFRESH: 7

HUMANITY:

7 - LORE

HEALTH:

2+BLOOD/2, R.D.

RESOLVE:

2+COOL/2, R.D.